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FOREWORD

I look upon the 1975 season as being one of consolidation.

Last year we made great advances under the astute leadership of Mike Boardman. This year I feel we must endeavour to strengthen our position so that we can face the challenge that lies ahead.

Soccer is acknowledged by most people as being the fastest growing sport in Bendigo. This season there will be a game at Beischer Oval every Sunday at 3.00 p.m.

I trust you will find our handbook both interesting and enlightening.

To everyone, a very sincere welcome and thank you May I, as President, wish you and your team a happy and successful season.

CRAIG J. REILLY,
President, B.S.L., 1974-75

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BENDIGO SOCCER LEAGUE

Board of Management:

President	CRAIG REILLY (43-1605)
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Assistant Secretary	TREVOR FOLVIG
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Committeeman	STAN HODSON
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Committeeman	JIM SHEPHERD
Minutes Secretary	Ms. LYN MILBURN

All correspondence should be directed to:

The General Secretary, P.O. Box 446, Bendigo. 3550.

Standing Committees:

APPEALS AND DISCIPLINARY COMMITTEE — 1975

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HONORARY LIFE MEMBERS — BENDIGO SOCCER LEAGUE

MR. J. HENTE (December, 1973)
MR. M. JOHN (November, 1972)
MR. D. WILKINSON (November, 1972)

1975 CLUB LIST

BENDIGO INSTITUTE OF TECHNOLOGY (B.I.T.) —

Ground: Beischer Oval, Strathdale Park, Bendigo.
Colours: Yellow shirts with two green hoops and green trim, black shorts, green socks with two yellow hoops at top.
Secretary: Mr. I. C. Platt, Metallurgy Department, B.I.T., Bendigo, 3550. Phone 43-1877 (Office).

CASTLEMAINE —

Ground: Wesley Hill Oval, Castlemaine.
Colours: Maroon shirts, white shorts, maroon socks with white tops.
Secretary: Miss J. Gardner, 4 Wimble St., Castlemaine, 3450.

EAGLEHAWK —

Ground: Strathfieldsaye.
Colours: Green and white hooped shirts, white shorts, green and white hooped socks.
Secretary: Mr. O. Davies, 25 Pegleg Rd., Eaglehawk, 3556.

ECHUCA CITY —

Ground: Echuca East Oval.
Colours: Green shirts, green shorts, green socks.
Secretary: Mr. M. Lindner, 58 Mitchell St., Echuca, 3625.

GOLDEN CITY —

Ground: Spring Gully Oval, Bendigo.
Colours: White shirts with black trim, black shorts, white socks.
Secretary: Mr. F. Bull, 74 Hargreaves St., Bendigo, 3550. Phone 43-4787 (Office) 43-9196 (Home).

GOLDEN CITY COLTS —

Ground: Spring Gully Oval, Bendigo.
Colours: Black and gold stripe on a white shirt, white shorts, white socks.
Secretary: Mr. F. Bull, 74 Hargreaves St., Bendigo, 3550. Phone 43-4787 (Office) 43-9196 (Home).

WEDDINGS

GROUPS

PORTRAITS

FRANK BULL

PHOTOGRAPHER

74 HARGREAVES STREET, BENDIGO PHONE 43 9196

FOR THAT VERY SPECIAL OCCASION

1975 CLUB LIST (Continued)

KYNETON UNITED —

Ground: Youth Training Centre, Malmsbury.

Colours: Red shirts, white shorts, red socks.

Secretary: Mr. S. Hodson, No. 12 Y.T.C., Malmsbury, 3446.
Phone 23-2201 (Office).

PUCKAPUNYAL —

Ground: Puckapunyal Army Camp.

Colours: Blue shirts, Blue shorts, White socks.

Secretary: Mr. I. Robinson, Malaya Rd., Puckapunyal, 3662.
Phone Mr. A. Rowe, 93-7159 (Office).

SEYMOUR —

Ground: Ansett Ground, Seymour.

Colours: Orange shirts, black shorts, yellow socks.

Secretary: Mrs. Sandra Fowler, 29 Tehan St., Seymour, 3660.
Phone 92-2355 (Office).

SOUTH BENDIGO —

Ground: Huntly.

Colours: Red shirts with white trim, white shorts, red socks.

Secretary: Mrs. M. Bolton, 51 Lawson Street, Spring Gully, 3550.

STRATHDALE —

Ground: Bischer Oval, Strathdale Park, Bendigo.

Colours: Blue and white striped shirts, white shorts, blue socks with white trim.

Secretary: Mr. A. Schepers, 3 Unmack Court, North Bendigo, 3550.

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A HISTORY OF THE BENDIGO SOCCER LEAGUE

In 1950, Mr. Walter Clayton advertised in the Bendigo Advertiser for people interested in establishing a soccer team in Bendigo. The response was sufficient to establish the game for the next sixteen years and provide the basis for the present Bendigo Soccer League.

During the sixteen years, the blue and white colours of Bendigo United were seen in Competitions all over the State of Victoria: from Melbourne to Moe, Seymour to Swan Hill, and in Kerang, Geelong, Ballarat, Shepparton, Tongala, Echuca, Merbein, Castlemaine and Kyneton. In one season these intrepid pioneers, and they had to be intrepid, covered a distance of over 8,700 miles, every mile at the player's expense, in search of competition.

Although it was never a particularly successful side, the United did manage to win the Central League Championship on one occasion, and the Knock-Out Cup on another, and, over the years, a number of its players moved on to join State League teams such as Wilhelmina, Hakoah, Polonia and Morelands. The team competed regularly in the Dockerty Cup, but did so with little success. They did however, perform with some credit against teams of the calibre of Wilhelmina, who went on to be the eventual winners of the Cup.

In 1956, the Bendigo Side joined the Provisional League in Melbourne. This move entailed travelling to Melbourne and Geelong every second week and the high cost involved, added to the loss of enthusiasm resulting from the refusal of many teams to travel even just once in a season to Bendigo led to the club eventually folding up in the late 1960's, despite the efforts of a few enthusiasts.

Soccer in its present form, hit the Bendigo headlines on November 8th, 1970, when the present Bendigo Soccer League was formed at what has turned out to be an historical and momentous occasion for sport in this area.

Soccer had come back the previous year under the guidance of Ted Ellinghaus who advertised in the local newspaper for soccer players late in 1969. Ted Ellinghaus succeeded in sparking off the old enthusiasm and collected a group of about sixteen players who organised games, coaching and visiting teams from Melbourne. At this stage the games were all played on the old Long Gully Ground.

In the close season plans were made to join several other, already organised, leagues. However, two men, David Wilkinson and Michael John decided otherwise, and with a determination akin to madness — remember Bendigo boasted the strongest Country Australian Rules League in Australia, these two men laid the foundations of the Bendigo Soccer League.

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A HISTORY OF THE BENDIGO SOCCER LEAGUE (Continued)

The old Soccer Club was disbanded unceremoniously on November 8, 1970, and the new League was on its way. The four teams to start with were given four players each, the Captain and the Vice-Captain were told of their appointments and told to recruit — "We kick-off in April."

April came with over 60 players registered, trophies and awards to cover everything, ground and equipment, sponsorships and tremendous hope.

On April 4th, 1971, soccer was here to stay — four complete teams lined-up for the Official Opening — fully kitted out, a brand new ground, every local dignitary, T.V. cameras, radio, press and all the trappings including mascots.

The Bendigo Soccer League has since continued to expand with six teams participating in 1972, eight teams in 1973, and ten teams in 1974. The new season for 1975 will see a consolidation of the Senior League with eleven clubs and the start of a Reserve League comprising the second elevens of several clubs. The number of grounds has continued to expand and each club will be playing on a separate pitch in 1975.

Junior Soccer has also experienced a tremendous boom and 1975 will see the introduction of an Under 11 age group to supplement the already operating Under 13, Under 15 and Schoolboy Leagues details of which can be found in the section on Junior Soccer in this Year book.

Many of the original ideas of the Bendigo Soccer League, such as a rule against national teams with every club name to be of a local Bendigo and area flavour and the League Board of Management to have full control over all clubs, are the envy of the Victorian Soccer Federation and have been heralded by all as great innovations.

The full results of the Bendigo Soccer League since it commenced operations in 1970 can be found in the following pages and the Bendigo Soccer is now assured of an exciting future.

AWARDS 1974

League Champions — Dr. J. A. Reilly Cup: GOLDEN CITY.

League Runners-Up — Travis Cup: PUCKAPUNYAL.

Knock-Out Cup Winners — A. E. Ellinghaus Cup: B.I.T.

Knock-Out Cup Runners-Up — Dr. Beischer Trophy: PUCKAPUNYAL.

League Cup Winners — President's Cup: GOLDEN CITY.

League Cup Runners-Up — League's Cup: STRATHDALE.

Most Improved Team — K. Batstra Cup: PUCKAPUNYAL.

Craven Special Mild Player of the Year — Craven Special Mild Trophy and A. Jackson Cup: J. JUDGE (Golden City).

Young Player of the Year — B. Reid Cup: O. DAVIES (Eaglehawk).

Most Contribution to Soccer — J. W. Hente Medal: J. REILLY (Golden City).

1974 — CRAVEN SPECIAL MILD PLAYER OF THE YEAR VOTING

38—J. Judge (Golden City)

24—W. Lynn (Echuca)

22—D. Bolton (B.I.T.)

16—R. Evans (Castlemaine)

15—M. Evans (Castlemaine)

14—O. Davies (Eaglehawk)

T. Longano (Strathdale)

T. Szelest (Puckapunyal)

13—J. Oliver (Puckapunyal)

J. Robinson (South Bendigo)

C. Sulaiman (B.I.T.)

12—J. Shepherd (Castlemaine)

11—M. Beever (B.I.T.)

T. O'Neill (Seymour)

S. Robovic (Strathdale)

10—R. Bell (Eaglehawk)

E. Knight (Seymour)

K. Logan (South Bendigo)

B. Moore (Golden City)

A. Rowe (Puckapunyal)

9—H. Berens (Seymour)

T. Hirjee (Puckapunyal)

M. Hogan (Eaglehawk)

H. Schepers (Strathdale)

8—R. Alexander (Golden City)

M. Ryan (Golden City)

G. Savy (South Bendigo)

7—G. Duncan (Seymour)

P. Golles (Castlemaine)

P. Labour (Golden City)

6—R. Davey (Eaglehawk)

P. Smith (Eaglehawk)

J. Watson (Golden City)

5—T. Folvig (Golden City)

L. Jaffe (Puckapunyal)

M. Lindner (Echuca)

L. Miller (Seymour)

F. Van Dyk (Strathdale)

J. Van Emmerik (Strathdale)

T. Willemsen (South Bendigo)

4—M. Boardman (Strathdale)

M. Brewer (Puckapunyal)

K. Holden (Castlemaine)

P. Kaladis (Eaglehawk)

J. Ottrey (Golden City)

S. Silverstein (Castlemaine)

A. Takakis (B.I.T.)

3—L. Carrington (Echuca)

K. Chiligo (B.I.T.)

M. Farrar (Golden City)

C. Fletcher (Echuca)

A. Martinez (Echuca)

C. Morgan (Golden City)

J. Orso (Echuca)

J. Price (Golden City)

N. Rice (Castlemaine)

Z. Salakowski (Seymour)

R. Sienczuk (Puckapunyal)

R. Skvarc (South Bendigo)

G. Speechley (Seymour)

M. Watson (Eaglehawk)

2—R. Champion (B.I.T.)

A. Ellinghaus (Golden City)

W. Fraser (Puckapunyal)

L. Gould (Strathdale)

P. Martin (Golden City)

M. Mponda (B.I.T.)

W. Olykan (Strathdale)

J. Palmer (Golden City)

N. Phillips (Eaglehawk)

1—P. Balnaves (Eaglehawk)

L. Bazzani (Golden City)

N. Bowland (Eaglehawk)

W. Brisbane (Golden City)

N. Chan (B.I.T.)

G. Chiwaula (B.I.T.)

P. Davey (Eaglehawk)

G. Fusti (Echuca)

M. Mignogna (Strathdale)

M. Morgan (Golden City)

W. Niefert (South Bendigo)

B. O'Sullivan (Golden City)

J. Reilly (Golden City)

R. Ross (Golden City)

A. Schepers (Strathdale)

R. Snow (Echuca)

M. Taylor (Puckapunyal)

H. Wetzels (Seymour)

R. Wong (B.I.T.)

LEAGUE CHAMPIONSHIP TABLE — 1974

	P	W	D	L	F	A	Pts.
Golden City	18	16	1	1	114	8	33
Puckapunyal	18	15	3	0	78	11	33
Strathdale	18	12	3	3	67	21	27
Seymour	18	7	6	5	42	42	20
South Bendigo	18	8	2	8	33	41	18
Eaglehawk	18	7	3	8	40	65	17
Castlemaine	18	5	1	2	22	84	11
B.I.T.	18	4	2	11	30	47	10
Colts	18	2	3	13	20	68	7
Echuca City	18	1	2	15	11	61	4

LEAGUE CHAMPIONSHIP TABLE — 1973

	P	W	D	L	F	A	Pts.
Golden City	21	21	0	0	123	8	42
Seymour	21	16	2	3	89	43	34
South Bendigo	21	11	2	8	60	48	24
Strathdale	21	9	4	8	55	44	22
Puckapunyal	21	9	3	9	58	52	21
Colts	21	6	2	13	40	74	14
B.I.T.	21	3	2	16	35	116	8
Maryborough City	21	1	1	19	15	95	3

LEAGUE CHAMPIONSHIP TABLE — 1972

	P	W	D	L	F	A	Pts.
South Bendigo	20	17	2	1	82	19	36
Golden City	20	16	2	2	93	22	34
Strathdale	20	11	3	6	63	47	25
B.I.T.	20	5	3	12	38	66	13
Maryborough City	20	2	2	16	21	74	6
Sandhurst	20	2	2	16	20	89	6

LEAGUE CHAMPIONSHIP TABLE — 1971

	P	W	D	L	F	A	Pts.
Golden City	12	10	2	0	40	10	22
South Bendigo	12	6	2	4	25	23	14
Strathdale	12	4	1	7	18	25	9
B.I.T.	12	1	1	10	18	43	3

LEAGUE CHAMPIONSHIP RESULTS — 1974

	B	Cm	C	E	EC	GC	P	S	SB	Sd
B.I.T.	—	10.0	2.3	2.4	4.0	0.4	0.3	2.2	0.1	1.1
Castlemaine	2.0	—	6.3	1.4	0.1	0.2	0.7	1.0	1.1	0.9
Colts	0.2	1.3	—	3.6	0.0	1.8	1.5	2.2	0.2	0.2
Eaglehawk	4.2	3.2	1.1	—	4.3	1.12	0.4	2.6	0.4	2.3
Echuca City	0.1	0.3	1.3	2.3	—	1.6	0.4	1.4	1.2	0.8
Golden City	9.0	19.0	10.0	4.0	10.1	—	2.2	8.0	4.0	3.0
Puckapunyal	4.1	7.0	4.1	8.1	9.0	1.0	—	2.2	5.1	2.0
Seymour	4.2	6.1	5.1	2.2	0.0	0.4	0.4	—	1.0	2.7
South Bendigo	2.1	7.1	6.0	2.2	1.0	0.7	0.5	0.4	—	2.3
Strathdale	4.0	7.1	2.0	4.1	6.0	1.2	2.2	2.2	6.1	—

Code: B — B.I.T.; Cm — Castlemaine; C — Colts; E — Eaglehawk; EC — Echuca City; GC — Golden City; P — Puckapunyal; S — Seymour; SB — South Bendigo; Sd — Strathdale.

LEAGUE CHAMPIONSHIP RESULTS — 1973

	B	C	GC	MC	P	S	SB	Sd
B.I.T.	—	3.4	0.3	2.3	1.3	3.7	2.0	3.7
	—	1.4	0.12	5.1	1.12	2.6	1.6	2.4
	—	3.3	0.18	2.1	2.2	1.7	1.5	1.5
Colts	4.3	—	0.7	4.2	0.1	1.3	2.4	0.4
	4.1	—	0.10	5.2	3.1	2.3	0.2	0.5
	3.3	—	2.4	3.0	2.7	3.3	2.6	1.5
Golden City	3.0	7.0	—	4.0	7.1	4.1	6.0	4.0
	12.0	10.0	—	11.0	6.0	4.2	5.1	2.0
	18.0	4.2	—	4.0	2.0	4.0	3.0	3.1
Maryborough City ...	3.2	2.4	0.4	—	1.1	1.8	1.3	0.4
	1.5	0.5	0.11	—	1.8	1.6	0.8	1.3
	1.2	0.3	0.4	—	0.2	2.4	0.5	0.2
Puckapunyal	3.1	1.0	1.7	1.1	—	1.2	1.4	1.1
	12.1	1.3	0.6	8.1	—	1.4	7.0	5.4
	2.2	7.2	0.2	2.0	—	2.7	1.4	1.0
Seymour	7.3	3.1	1.4	8.1	2.1	—	3.2	2.2
	6.2	3.3	2.4	6.1	4.1	—	4.2	4.0
	7.1	3.2	0.4	4.2	7.2	—	5.2	8.3
South Bendigo	0.2	4.2	0.6	3.1	4.1	2.3	—	5.4
	6.1	2.0	1.5	8.0	0.7	2.4	—	0.0
	5.1	6.0	0.3	5.0	4.1	2.5	—	1.1
Strathdale	7.3	4.0	0.4	4.0	1.1	2.2	4.4	—
	4.2	5.0	0.2	3.1	4.5	0.4	0.0	—
	5.1	5.1	1.3	2.0	0.1	3.8	1.1	—

Code: B — B.I.T.; C — Colts; GC — Golden City; MC — Maryborough City; P — Puckapunyal; S — Seymour; SB — South Bendigo; Sd — Strathdale.

LEAGUE CHAMPIONSHIP RESULTS — 1972

ROUNDS ONE AND TWO

	B	GC	MC	S	SB	Sd	B	GC	MC	S	SB	Sd
B.I.T.	—	1.3	2.0	3.2	1.4	0.2	—	2.3	3.2	3.3	0.1	3.4
Golden City	3.1	—	3.0	9.0	2.3	6.1	3.2	—	9.0	3.0	2.3	2.1
M'bor. City	0.2	0.3	—	0.1	0.2	1.6	2.3	0.9	—	5.2	0.8	1.2
Sandhurst ...	2.3	0.9	1.0	—	1.6	0.3	3.3	0.3	2.5	—	0.5	1.4
S. Bendigo ...	4.1	3.2	2.0	6.1	—	5.0	1.0	3.2	8.0	5.0	—	3.3
Strathdale ...	2.0	1.6	6.1	3.0	0.5	—	4.3	1.2	2.1	4.1	3.3	—

ROUNDS THREE AND FOUR

	B	GC	MC	S	SB	Sd	B	GC	MC	S	SB	Sd
B.I.T.	—	0.4	2.3	4.3	1.6	4.5	—	1.7	3.3	3.2	0.7	2.2
Golden City	4.0	—	7.0	6.0	2.1	3.3	7.1	—	4.0	8.1	3.3	7.2
M'bor. City	3.2	0.7	—	2.2	1.6	3.7	3.3	0.4	—	0.1	0.3	0.1
Sandhurst ...	3.4	0.6	2.2	—	0.4	0.5	2.3	1.8	1.0	—	1.6	0.10
S. Bendigo ...	6.1	1.2	6.1	4.0	—	2.1	7.0	3.3	3.0	6.1	—	4.1
Strathdale ...	5.4	3.3	7.3	5.0	1.2	—	2.2	2.7	1.0	10.0	1.4	—

Code: B — B.I.T.; GC — Golden City; MC — Maryborough City; S — Sandhurst; SB — South Bendigo; Sd — Strathdale.

LEAGUE CHAMPIONSHIP RESULTS — 1971

ROUNDS ONE AND TWO

	B	GC	SB	Sd	B	GC	SB	Sd
B.I.T.	—	3.4	0.0	2.3	—	2.3	2.5	3.0
Golden City ...	4.3	—	5.1	3.1	3.2	—	2.1	2.0
South Bendigo ...	0.0	1.5	—	2.0	5.2	1.2	—	3.2
Strathdale ...	3.2	1.3	0.2	—	0.3	0.2	2.3	—

ROUNDS THREE AND FOUR

	B	GC	SB	Sd	B	GC	SB	Sd
B.I.T.	—	0.7	0.5	1.3	—	1.6	2.3	2.3
Golden City ...	7.0	—	0.0	0.0	6.1	—	5.1	3.0
South Bendigo ...	5.0	0.0	—	4.2	3.2	1.5	—	0.3
Strathdale ...	3.1	0.0	2.4	—	3.2	0.3	3.0	—

Code: B — B.I.T.; GC — Golden City; SB — South Bendigo; Sd — Strathdale.

KNOCK-OUT CUP — 1974

FIRST ROUND —

ECHUCA CITY 3*†
SOUTH BENDIGO 3*
B.I.T. Bye

COLTS Bye
MALMSBURY 1
SWAN HILL 3

CASTLEMAINE 4
SEYMOUR 0
STRATHDALE Bye

GOLDEN CITY 4
EAGLEHAWK 0
PUCKAPUNYAL Bye

* After extra time † Echuca City won 7-5 on penalties ‡ B.I.T. won 6-4 on penalties.

FINAL —

B.I.T. 2
(M. Mponda, A. Takakis)
After extra time. 90 minutes score 1-1.

FINAL REPLAY —

B.I.T. 2
(M. Mponda, R. Wong)
After extra time. 90 minutes score 1-1.

SECOND ROUND —

ECHUCA CITY 2*
B.I.T. 2*†

COLTS 0
SWAN HILL 4

CASTLEMAINE 1
STRATHDALE 3

GOLDEN CITY 1
PUCKAPUNYAL 3

SEMI FINAL —

B.I.T. 4
SWAN HILL 1

STRATHDALE 1
PUCKAPUNYAL 4

PUCKAPUNYAL 2
(B. Harris, T. Szelest)

PUCKAPUNYAL 1
(K. Harvey)

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KNOCK-OUT CUP — 1973

FIRST ROUND —

GOLDEN CITY 7
MARYBOROUGH CITY 0
SEYMOUR 7
B.I.T. 0

COLTS 1
PUCKAPUNYAL 2
SOUTH BENDIGO 5*
STRATHDALE 3*

* After extra time

SEMI FINAL —

GOLDEN CITY 3
SEYMOUR 0

PUCKAPUNYAL 0
SOUTH BENDIGO 3

FINAL —

GOLDEN CITY 3
SOUTH BENDIGO 1

KNOCK-OUT CUP — 1972

FIRST ROUND —

GOLDEN CITY 9
MARYBOROUGH CITY 0
SANDHURST Bye
B.I.T. Bye

STRATHDALE 1
SOUTH BENDIGO 2

* After extra time † South Bendigo won 4-3 on penalties.

SEMI FINAL —

GOLDEN CITY 5
SANDHURST 0

B.I.T. 1*
SOUTH BENDIGO 1*†

FINAL —

GOLDEN CITY 2*
SOUTH BENDIGO 1*

KNOCK-OUT CUP — 1971

SEMI FINAL —

GOLDEN CITY 4
STRATHDALE 0
B.I.T. 0
SOUTH BENDIGO 3

* After extra time.

FINAL —

GOLDEN CITY 2*
SOUTH BENDIGO 2*

FINAL REPLAY —

GOLDEN CITY 6
SOUTH BENDIGO 0

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LEAGUE CUP — 1974

SEMI FINAL —

STRATHDALE 9
STRATHDALE RANGERS 0

PUCKAPUNYAL 1
GOLDEN CITY 5

FINAL —

STRATHDALE 0
GOLDEN CITY 5

PREMIERSHIP — 1971

PRELIMINARY GAMES —

STRATHDALE 5
B.I.T. 1

GOLDEN CITY 1*
SOUTH BENDIGO 1*

STRATHDALE 0
GOLDEN CITY 1

* South Bendigo won on forfeit.

GRAND FINAL —

GOLDEN CITY 1
SOUTH BENDIGO 2

DISCIPLINARY CODE

Recently the discretionary power of the referee in relation to misconduct has been removed from the Laws of the Game of soccer and therefore any player guilty of a cautionable or sending off offence must be dealt with accordingly.

The following are cautionable offences:—

- i. Entering, re-entering or leaving the field of play without the permission of the referee.
- ii. Persistent infringement of the Laws of the Game.
- iii. Dissent either verbal or by action against a decision made by the referee.
- iv. Ungentlemanly conduct.

A player shall be sent off the field if:—

- i. In the opinion of the referee he is guilty of violent conduct or serious foul play.
- ii. He uses foul or abusive language.
- iii. He persists in misconduct (i.e. commits another cautionable offence), after having received a caution.

This Disciplinary Code incorporates a system of penalty points with fixed points for every offence for which a player can be cautioned.

If a player tallies twelve (12) penalty points in one season he will automatically be suspended for two (2) Championship or Cup games without any right of appeal. On return after suspension for having tallied twelve (12) penalty points a player will start again with a clean penalty points record. A record of penalty points will be kept on the player's registration card and players whose tally of penalty points reaches a total of eight (8) in one season will be notified of their imminent suspension by letter to their registered address. The accidental omission to give

such notice or the non-receipt of such notice by any player(s) will not invalidate any suspension incurred.

Players who have been sent off the field are automatically suspended for three (3) Championship or Cup games. Players will have the right of appeal to the Appeals and Disciplinary Committee against being sent off provided the appeal is lodged with the League's General Secretary not later than 5.00 p.m. on the Tuesday of the week following the match during which the offence occurred. Players who are found guilty of a sending off offence on appeal by the Appeals and Disciplinary Committee must be suspended for three (3) matches although the number of matches for which a player is suspended can be increased at the discretion of the Appeals and Disciplinary Committee. All appeals against being sent off must be accompanied by a deposit of \$5.00 and such deposit will be refunded at the discretion of the Appeals and Disciplinary Committee.

The referee's report on the sending off of any player will also be considered by the League and the League will have the option of increasing the length of the suspension as it sees fit. Players who are suspended two or more times in one season will be expected to appear before the League and explain their actions and such players may be subject to further suspension for bringing the game into disrepute.

The penalty points system is entirely independent and penalty points cannot be cancelled in any way during the season. Penalty points accumulated by a player lapse at the conclusion of the playing season.

Suspensions both for being sent off and for receiving more than twelve penalty points in one season will be completed in full and may extend into the next playing season.

A player who is sent from the field is not allowed to stand on the touchline until he has changed out of his playing strip. He is still regarded as being under the jurisdiction of the referee until the match is completed, and the referee has left the ground.

PENALTY POINTS SYSTEM

FOUR POINTS —

1. Tripping an opponent.
2. Charging an opponent in a dangerous manner.
3. Dangerous play.
4. Continued comment to the referee on his decisions.
5. Dissent against a referee's decision.

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THREE POINTS —

1. Deliberate obstruction.
2. Persistent infringement of the Laws.
3. Ungentlemanly conduct.
4. Seeking to gain an unfair advantage.

TWO POINTS —

1. Intentional holding, pushing or pulling of an opponent.
2. Encroachment within nine (9) metres at a free kick.
3. Deliberate handling of the ball.
4. Wasting time.
5. Moving arms about to obstruct an opponent.
6. Goalkeeper lying on the ball to waste time.
7. Distracting opponents at a free kick.
8. Encroachment into penalty area at a penalty kick.
9. Gesticulating by Penalty taker.
10. Distracting an opponent at a throw-in.

ONE POINT —

1. Entering, re-entering or leaving the field of play without the referee's permission.
2. Using a colleague's back to assist in getting the ball.

THE LAWS OF THE GAME

For a more detailed guide to the Laws of the Game reference should be made to the Football Association publication "Referees' Chart and Players' Guide to the Laws of Association Football."

NUMBER OF PLAYERS (LAW THREE) —

- (1) A match shall be played by two teams, each consisting of not more than eleven players, one of whom shall be the goalkeeper.
- (2) Substitutes may be used in any match played under the rules of a competition, subject to the following conditions.
 - (a) that the authority of the International Association(s) or National Association(s) concerned, has been obtained.
 - (b) that, subject to the restriction contained in the following paragraph (c), the rules of a competition shall state how many, if any, substitutes may be used, and
 - (c) that a team shall not be permitted to use more than two substitutes in any match.
- (3) Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also, that the change is made during a stoppage in the game.
- (4) When a goalkeeper or any other player is to be replaced by a substitute, the following conditions shall be observed:
 - (a) the referee shall be informed of the proposed substitution before it is made.
 - (b) the substitute shall not enter the field of play until the player he is replacing has left, and he has received a signal from the referee.
 - (c) he shall enter the field during a stoppage of the game, and at the halfway line.

- (5) A match should not be considered valid if there are fewer than seven players in either of the teams.
- (6) A player who has been replaced shall not take any further part in the game.
- (7) A substitute shall be deemed to be a player and shall be subject to the authority and jurisdiction of the Referee whether called upon to play or not.

PLAYERS' EQUIPMENT (LAW FOUR) —

A player shall not wear anything which is dangerous to another player. Footwear (boots or shoes) must conform to the following standard:—

- (a) bars shall be made of leather or rubber and shall be transverse and flat, not less than half an inch in width and shall extend the total width of the sole and be rounded at the corners.
- (b) Studs which are independently mounted on the sole and are replaceable shall be made of leather, rubber, aluminium, plastic or similar material and shall be solid. With the exception of that part of the stud forming the base, which shall not protrude from the sole more than one quarter of an inch, studs shall be round in plan and not less than half an inch in diameter. Where studs are tapered the minimum diameter of any section of the stud must not be less than half an inch. Where metal seating for the screw type is used, this seating must be embedded in the sole of the footwear and any attachment screw shall be part of the stud. Other than the metal seating for the screw type of stud, no metal plates even though covered with leather or rubber shall be worn, neither studs which are threaded to allow them to be screwed on to a base screw that is fixed by nails or otherwise to the soles of footwear, nor studs which, apart from the base, have any form of protruding edge rim, or relief marking, or ornament should be allowed.
- (c) Studs which are moulded as an integral part of the sole and are not replaceable shall be made of rubber, plastic, polyurethane or similar soft materials. Provided that there are no fewer than ten studs on the sole, they shall have a minimum diameter of three-eighths of an inch (10mm). In all other respects they shall conform to the general requirements of this law.
- (d) Combined bars and studs may be worn, provided the whole conforms to the general requirements of this law. Neither bars nor studs on the soles shall project more than three-quarters of an inch. If nails are used they shall be driven in flush with the surface.

The goalkeeper shall wear colours which distinguish him from the other players and from the referee.

LINESMEN (LAW SIX) —

Two Linesmen shall be appointed, whose duty (subject to the decision of the Referee) shall be to indicate when the ball is out of play and which side is entitled to the corner-kick, goal-kick, or throw-in. They shall also assist the Referee to control the game in accordance with the Laws. In the event of undue interference or improper conduct by a Linesman, the Referee shall dispense with his service and arrange for a substitute to be appointed. (The matter shall be reported by the Referee to the competent authority). The Linesmen should be equipped with flags by the Club on whose ground the match is played.

DURATION OF THE GAME (LAW SEVEN) —

The duration of the game shall be two equal periods of 45 minutes unless otherwise mutually agreed upon, subject to the following:—

- (a) allowance shall be made in either period for all time lost through accident or other cause, the amount of which shall be a matter for the discretion of the Referee.
- (b) Time shall be extended to permit of a penalty kick being taken at or after the expiration of the normal period in either half.

At half time the interval shall not exceed five minutes except by consent of the Referee.

THE START OF PLAY (LAW EIGHT) —

- (a) At the beginning of the game, choice of ends and the kick-off shall be decided by the toss of a coin. The team winning the toss shall have the option of choice of ends or the kick-off. The referee having given a signal, the game shall be started by a player taking a place-kick (i.e. a kick at the ball while it is stationary on the ground in the centre of the field of play) into his opponents' half of the field of play. Every player shall be in his own half of the field and every player of the team opposing that of the kicker shall remain not less than 10 yards from the ball until it is kicked-off; it shall not be deemed in play until it has travelled the distance of its own circumference. The kicker shall not play the ball a second time until it has been touched or played by another player.
- (b) After a goal has been scored, the game shall be re-started in the like manner by a player of the team losing the goal.
- (c) After half-time; when re-starting after half-time, ends shall be changed and the kick-off shall be taken by a player of the opposite team to that of the player who started the game.

BALL IN AND OUT OF PLAY (LAW NINE) —

The Ball is out of play:—

- (a) when it has wholly crossed the goal-line or touch-line, whether on the ground or in the air.
 - (b) When the game has been stopped by the Referee.
- The ball is in play at all other times from the start of the match to the finish including:—
- (a) If the ball rebounds from a goal-post, cross-bar or corner flag post into the field of play.
 - (b) If it rebounds off either the Referee or Linesmen when they are in the field of play.
 - (c) In the event of a supposed infringement of the Laws, until a decision is given.

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METHOD OF SCORING (LAW TEN) —

A goal is scored when the whole of the ball has passed over the goal line, between the goal-posts and under the crossbar provided it has not been thrown, carried or propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper, who is within his own penalty area.

A goal may be scored direct from a corner kick but not from a goal kick, throw-in or kick-off.

The team scoring the greater number of goals during a game shall be the winner; if no goals, or an equal number of goals are scored, the game shall be termed a "draw".

OFF-SIDE (LAW ELEVEN) —

- (1) A player is off-side if he is nearer his opponents' goal-line than the ball at the moment the ball is played unless:—
 - (a) he is in his own half of the field of play.
 - (b) there are two of his opponents nearer to their own goal-line than he is.
 - (c) the ball last touched an opponent or was last played by him.
 - (d) He receives the ball direct from a goal-kick, a corner-kick, a throw-in, or when it was dropped by the referee.
- (2) Off-side shall not be judged at the moment the player in question receives the ball, but at the moment when the ball is passed to him by one of his own side. A player who is not in an off-side position when one of his colleagues passes the ball to him or takes a free-kick does not therefore become off-side if he goes forward during the flight of the ball.

MISCONDUCT AND FOULS (LAW TWELVE) —

A player who intentionally commits any of the following nine offences shall be penalised by the award of a direct free kick to be taken by the opposing side.

- (i) Kicks or attempts to kick an opponent.
- (ii) Trips an opponent.
- (iii) Jumps at an opponent.
- (iv) Charges an opponent in a violent or dangerous manner.

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- (v) Charges an opponent from behind (unless the opponent is obstructing).
- (vi) Strikes or attempts to strike an opponent.
- (vii) Holds an opponent with his hand or any part of his arm.
- (viii) Pushes an opponent.
- (ix) Handles the ball (this does not apply to the goal-keeper within his own penalty area).

Should a defender intentionally commit one of the above offences within his own penalty area he shall be penalised by a penalty-kick. A penalty-kick can be awarded irrespective of the position of the ball, if in play, at the time an offence within the penalty area is committed.

A player committing any of the five following offences:—

- (1) Playing in a manner considered by the Referee to be dangerous e.g. attempting to kick the ball while it is held by the goal-keeper.
- (2) Charging fairly, i.e. with the shoulder, when the ball is not within playing distance of the players concerned and they are definitely not trying to play it.
- (3) When not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball or interposing the body so as to form an obstacle to an opponent.
- (4) Charging the goal-keeper except when he:—
 - (a) is holding the ball,
 - (b) is obstructing an opponent,
 - (c) has passed outside his goal-area.
- (5) When playing as goal-keeper:—
 - (a) takes more than 4 steps whilst holding, bouncing or throwing the ball in the air and catching it again without releasing it so that it is played by another player, or
 - (b) indulges in tactics which, in the opinion of the Referee, are designed merely to hold up the game and thus waste time and so give an unfair advantage to his own team.

shall be penalised by the award of an indirect free-kick to be taken by the opposing side from the place where the infringement occurred.

A player shall be cautioned if:—

- (1) he enters or re-enters the field of play to join or re-join his team after the game has commenced, or leaves the field of play during the progress of the game (except through accident) without, in either case, first having received a signal from the Referee showing him that he may do so. If the Referee stops the game to administer the caution the game shall be re-started by an indirect free-kick taken by a player of the opposing team from the place where the offending player was when the Referee stopped the game. If, however, the offending player has committed a more serious offence he shall be penalised according to that section of the law he infringed.
- (2) he persistently infringes the laws of the game.
- (3) he shows by word or action, dissent from any decision given by the Referee.
- (4) he is guilty of ungentlemanly conduct.

For any of these last three offences, in addition to the caution an indirect free-kick shall also be awarded to the opposing side from the place where the offence occurred, unless a more serious infringement of the laws of the game, was committed.

A player shall be sent off the field of play if:—

- (a) in the opinion of the Referee, he is guilty of violent conduct or serious foul play.
- (b) he uses foul or abusive language;

(c) he persists in misconduct after having received a caution.

If play be stopped by reason of a player being ordered from the field for an offence without a separate breach of the Law having been committed, the game shall be resumed by an indirect free-kick awarded to the opposing side from the place where the infringement took place.

The following should also be noted in interpreting this Law:—

- a. If the goalkeeper either intentionally strikes an opponent by throwing the ball vigorously at him, or pushes him with the ball while holding it, the Referee shall award a penalty-kick, if the offence took place within the penalty-area.
- b. If a player deliberately turns his back to an opponent when he is about to be tackled, he may be charged but not in a dangerous manner.
- c. In case of body-contact in the goal-area between an attacking player and the opposing goalkeeper not in possession of the ball, the Referee, as sole judge of intention, shall stop the game if, in his opinion, the action of the attacking player was intentional, and award an indirect free-kick.
- d. If a player leans on the shoulders of another player of his own team in front of him in order to head the ball, which he succeeds in doing, the Referee shall stop the game, caution the player for ungentlemanly conduct and award an indirect free-kick to the opposing side.
- e. A player's obligation when joining or rejoining his team after the start of the match to "report to the referee" must be interpreted as meaning to "draw the attention to the Referee from the touch-line". The signal from the Referee shall be made by definite gesture which makes the player understand that he may come into the field of play; it is not necessary for the Referee to wait until the game is stopped (this does not apply in respect of an infringement of Law 4), but the Referee is the sole judge of the moment in which he gives his signal of acknowledgement.
- f. The letter and spirit of Law 12 do not oblige the Referee to stop a game to administer a caution. He may, if he chooses, apply the advantage. If he does apply the advantage, he may caution the player when play stops.
- g. If a player covers up the ball without touching it in an endeavour not to have it played by an opponent, he obstructs but does not infringe Law 12, para 3, because he is already in possession of the ball, and covers it for tactical reasons whilst the ball remains within playing distance. In fact, he is actually playing the ball and does not commit

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an infringement, in this case, the player may be charged because he is in fact playing the ball.

- h. If a player intentionally stretches his arms to obstruct an opponent and steps from one side to the other, moving his arms up and down to delay his opponent, forcing him to change course, but does not "bodily contact" the Referee shall caution the player for ungentlemanly conduct and award an indirect free-kick. This applies also to players who attempt to prevent the goalkeeper from putting the ball into play in accordance with Law 12, 5(a).
- i. If after a referee has awarded a free-kick a player protests violently by using abusive or foul language and is sent off the field, the free-kick should not be taken until the player has left the field.
- j. Any player, whether he is within or outside the field of play, whose conduct is ungentlemanly or violent, whether or not it is directed towards an opponent, a colleague, the referee, a linesman or other person, or who uses foul and abusive language, is guilty of an offence and shall be dealt with according to the nature of the offence committed.
- k. If in the opinion of the Referee a goalkeeper intentionally lies on the ball longer than is necessary, he shall be penalised for ungentlemanly conduct, and
 - (a) be cautioned, and an indirect free-kick awarded to the opposing team.
 - (b) In the case of repetition of the offence, be sent off the field.
- l. The offence of spitting at opponents, officials or other persons, or similar unseemly behaviour, shall be considered as violent conduct within the meaning of section (a) above.
- m. If, when a referee is about to caution a player, and before he has done so, the player commits another offence which merits a caution, the player will be sent off the field of play.

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CONSTITUTION

An edited form of the Constitution of the Bendigo Soccer League is reprinted here for the benefit of all players, supporters and other interested persons. A copy of the full Constitution is held by all clubs and Members of the Board of Management and may be consulted at any time.

1. TITLE:

The Title of the League shall be the "Bendigo Soccer League".

4. OBJECTS::

- (a) To support and advance the game of soccer in Bendigo, the surrounding district and elsewhere.
- (b) To promote proper methods and practices of the game of soccer.
- (c) To repress all transgressions of the rules and laws of the game of soccer.

9. ANNUAL GENERAL MEETING:

- (a) The Board of Management shall be elected at the Annual General Meeting and shall consist of:—
 - (1) President,
 - (2) General Secretary,
 - (3) Treasurer,
- and (4) Six other members (6).

The General Secretary shall be deemed to be the Senior Vice-President and the Treasurer shall be deemed to be the Junior Vice-President. No member club may at any time have more than three (3) representatives on the Board of Management. Any club that is not represented on the Board of Management is expected to send an observer to Board of Management Meetings.

- (b) Where the President, General Secretary, Treasurer or any other member of the Board of Management dies or resigns during his term of office the Board of Management shall be empowered to appoint any of its members to different offices within the Board of Management. A new member(s) shall then be co-opted to the Board of Management to fill the vacancy(s) so caused. Members so co-opted shall hold office until the next Annual General Meeting as if they had been elected to the Board of Management.

13. REGISTRATION FEES, AFFILIATION FEES AND SUBSCRIPTIONS:

The Board of Management shall be empowered to fix and/or alter registration fees, affiliation fees and subscriptions before or during any playing season.

14. CONSTITUTION AND RULES:

- (a) The Constitution and Rules of the League may be amended, added to, varied or rescinded in whole or in part.
- (b) Any amendment or alteration must be carried by a majority of two-thirds of all votes cast at the Annual General Meeting. Such amendment shall take effect immediately after being carried at the Annual General Meeting.

15. CLUBS:

- (a) For admission as a member club every applicant shall apply in writing for each and every season.

- (b) The League shall have absolute discretion to refuse to admit any application to membership.
- (f) No club shall change its name or the colours of its playing outfit without the approval of the League.
- (g) All member clubs shall be responsible for the conduct of their members, players, officers and officials.
- (h) All communications from member clubs to the League must be in writing.
- (i) Schools have first call on all schoolboy players, where any school requires the services of a schoolboy player they must get first consideration. The League shall have power to nullify or otherwise award the result of a game where any member club can be shown to have disregarded this rule.
- (j) Clubs wishing to nominate for the following season must have had their applications in writing received by the Bendigo Soccer League by the 1st December in the year preceding the start of the desired playing season. Such application shall be accompanied by the required registration fee, if any.

16. TRANSFERS:

- (a) No player shall transfer from one club to another club without his consent, the consent of his club and the approval of the League, provided that no club shall unreasonably withhold its consent. It shall be left to the Appeals and Disciplinary Committee to decide whether or not the withholding of such consent was unreasonable and the decision of this Committee shall be final.
- (b) All Clubs must receive permission from a player's previous club and from the League before considering the transfer of any player to be legal.
- (c) The transfer should take the following form:—
 - (i) Written transfer application from the player to his club, with a copy being sent to the General Secretary of the League.
 - (ii) Written decision of his club to the player with a copy being sent to the General Secretary of the League.
 - (iii) Written decision from the League to both the clubs involved and the player.
 - (iv) No transfer shall be deemed to be complete until written confirmation is received from the League.

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- (d) A time limit is set on the process laid out in section 16 (c) of one calendar month, subsequent to which the Board of Management will adjudicate alone, should the matter not have already been concluded.
- (e) A player who does not play in Bendigo Soccer League from the 1st January of one year to the 1st January of the following year shall not be required to comply with the above transfer requirements.
- (f) The annual deadline for transfer of players between member clubs shall be the 1st of July or the day on which the final matches of the first round of the League Championships are played, whichever date is the later.

RULES

The following is extracted from the Rules of the Bendigo Soccer League. All clubs and Members of the Board of Management have a full copy of the Rules and these may be consulted at any time.

7. APPEALS AND DISCIPLINARY COMMITTEE:

- (a) The Appeals and Disciplinary Committee shall consist of a panel of twelve members and a quorum of any meeting of the Appeals and Disciplinary Committee shall be three members.
- (b) The Appeals and Disciplinary Committee shall have the power to suspend, disqualify, fine or otherwise deal with all members, clubs, leagues, affiliated organisations, players, officers and officials of member clubs and affiliated organisations charged under the Laws of the Game or the Constitution or the Rules or the Disciplinary Code.
- (c) The Appeals and Disciplinary Committee shall be responsible for:—
 - (i) hearing appeals by players who have been sent off the field by a referee against the sending off (and subsequent three match suspension).
 - (ii) Determining the unreasonableness or otherwise by any club of withholding its consent to a transfer of any player or players as provided in clause (15) of the Constitution.
- (e) Players sent off the field of play by a referee are automatically suspended from participating further in games even if they have appealed until the case has been dealt with by the Appeals and Disciplinary Committee. In all cases the General Secretary shall attempt to convene a meeting of the Appeals and Disciplinary Committee so that a player's case is heard before he misses a match but if this is impossible for any reason a player may not participate in any game until the case has been dealt with.
- (f) The Appeals and Disciplinary Committee shall not be bound by the legal rules of evidence but shall apply principles of natural justice to all cases which principles shall include the right to be heard in person and the right to legal representation.
- (g) All witnesses summoned to a hearing of the Appeals and Disciplinary Committee must attend. If a witness cannot attend then a written apology is expected within seven (7) days and the League retains full disciplinary powers to deal with witnesses who ignore this ruling.
- (h) The appellant must attend the Appeals and Disciplinary Committee Meeting as summoned. The League retains full and further Disciplinary power to deal with appellants who ignore this rule.

8. MATCHES:

- (a) League Championship matches shall be of ninety minutes duration.
- (b) Knock-Out Competition matches save and except for the final shall be of ninety minutes duration. When the scores are even at the expiration of ninety minutes extra time of thirty minutes shall be played after a five minute interval. The teams shall restart the match in the prescribed manner and shall play fifteen minutes each way with a three minute interval at the half-time of extra-time. Where the scores are still even, the result of the match shall be decided by penalty kicks taken in the manner prescribed by the International Football Association Board. The Final shall be of ninety minutes duration. When the scores are even at the expiration of ninety minutes, extra time of thirty minutes shall be played after a five minutes interval. The teams shall restart the match in the prescribed manner and shall play fifteen minutes each way with a three minute interval at the half-time of extra-time. Where the scores are still even the final shall be replayed. Should the replay of the final still have the scores even after the 120 minutes prescribed playing time the result of the match shall be decided by Penalty Kicks.
- (i) To be eligible to play in an official match a player must have completed the official League registration card and the card must have been signed and dated by the club's secretary. The registration card must have been lodged with the League's General Secretary accompanied by the prerequisite fee at least twenty-four (24) hours before the match in question. Registration cards may be sent to the General Secretary by mail and will take as legal from the date given on the post mark provided the registration card is in order and the prerequisite fee is enclosed. Any club that includes in its team an unregistered player or players will forfeit the match and a score of 2-0 will be awarded to the non-offending club.
- (j) Before each match the club must complete the official league team card listing the names of the eleven players due to play in the match together with up to three substitutes and the number that each player will carry during the match. This team card must be handed to the referee before the start of the match.
- (k) A club may use up to two substitutes in any one match. Once a player has been substituted he may take no further part in the match. Substitutes may be used only as prescribed by the Laws of the Game as set down by the International Football Association Board.
- (l) Suspensions, both for being sent off and for receiving more than twelve penalty points in one season will be completed in full and may extend into the next playing season.
- (m) To be eligible for Knock-Out Cup matches with a specific club at the end of the season a player must have played a minimum of three complete League Championship matches for that Club.

9. PROTESTS:

- (a) All protests outside the ambit of the Disciplinary Code shall be in writing to the League and shall be accompanied by a deposit of \$10.00 and the decision of the Appeals and Disciplinary Committee shall be final. Where a protest is withdrawn prior to its determination by the Appeals and Disciplinary Committee such deposit shall be forfeited. In all other cases the deposit may be refunded at the discretion of the Appeals and Disciplinary Committee.

- (b) A protest against the recording of a result of a match must be delivered during normal business hours to the registered address of the League within forty-eight (48) hours after the termination of the game to which such protest refers.
- (c) A protest against a decision made by the League must be delivered during normal business hours to the registered address of the League within forty-eight (48) hours after the receipt of such a decision by the protester.

COACHING HINTS

J. JUDGE — Scottish Football Association Coach

In the past, coaching in soccer, as in other sports tended to be fragmented, both in terms of individual technique and the individual players. For a time coaches believed in gradual assembly of different aspects of the game. However, not only was learning very limited, but the enjoyment factor in these practices was very low.

In learning soccer you must consider the following. Essentially the aims are simple; they are to score goals, and prevent goals being scored against you. In order to achieve this you must fulfil certain conditions:—

- to gain possession of the ball
 - to hold the ball as a **team**
 - to build up attacks with the ball and finish these attacks successfully.
- If the opponents have the ball it is necessary to organise the defence in such a way as to cause the attacks to break down, to force them into actions which they do not want or cannot do; in this way to cause them to lose possession of the ball or to make their scoring attempts from poor positions.
- In order to develop the ball-sense techniques which help to produce the skill necessary to hold the ball successfully and also develop an awareness of the position of players around you, you must concentrate on the following:—

- receiving the ball
- making correct position and correct **angle** to give the pass
- passing with correct weight and accuracy
- supporting the player with the ball **and** giving a 'good call.'

A 'good call' should be given by a player in a free space (unmarked space) or in an advantageous position to relieve the pressure on his team mate.

N.B. — **You must call out his name.**

When a coach selects a team he must know the qualities required by individual players and play them in a position best suited to their skills. Apart from the goalkeeper the skills required by all out-field players are similar, but some players are best suited as Defenders or Attackers.

DEFENDERS

Goalkeepers dream of making saves like Gordon Banks — the feeling of saving your team. The ability to make the type of save required depends on anticipation, quick reactions as well as agility and courage. A goalkeeper must have endurance to make repeated saves and have good judgement to read a situation. Apart from these qualities a goalkeeper must be able to clear the ball with accuracy and build up an attack. A general rule used by goalkeepers — if the attack has come from the left, clear the ball to the right, and vice versa. Other defenders must have a high standard of ball control, ability to tackle and to pass a ball accurately. He should have ability to co-ordinate with team-mates

in techniques of defence. If a player is caught out of position the defender must be prepared to run into the free space created and give his team an extra man in attack.

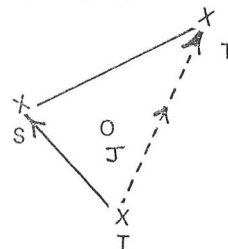
ATTACKERS

Attackers, perhaps, get more glory and recognition on the field by the fact that their task is to score goals. They must have ability to control the ball and hold it if necessary. They must be able to pass the ball with the correct weight (force/power) and accuracy. An attacker must have the willingness to work when he is not in possession of the ball — to make position to receive the pass. He must be able to defend by positioning himself to limit the angle of the opponent's pass (force him to pass one way), and to tackle firmly whenever possible. He must be able to adapt play to the circumstances and, most important, his chief role is to create opportunities to score, and to take these chances he must be able to shoot accurately.

In every game there are two situations which occur frequently — they are: three players against two, or two players against one. In these plays we see the importance of the good pass — in the two against one situation the number of passing opportunities increases. However it is up to the player who does not

have the ball to move into an open space to make it easy for his team mate to pass. It is also very necessary here to move into a new position immediately after passing; this is to support the player with the ball.

Two against One. — Tom pushes a pass to Stan and then runs to T, to collect the return pass from Stan. Joe acts as a defender, but does not intercept a pass unless it is badly directed. Can you work out other ways of playing two against one?

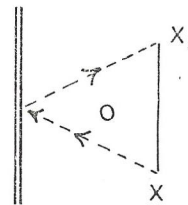


One of the simplest ways of beating an opponent is to run towards him and use a 'wallpass'. You pass the ball to your team mate who quickly returns the pass so that the ball meets you on the other side of your opponent. Practice this against a wall — beating a stationary object.

X passes the ball and runs to X₁ to receive the wall pass from the wall. Later, instead of a wall, use a team mate.

A wall can be of great help when practicing on your own. Learn to pass the ball with the inside (instep) of the foot and receive the return off the wall with the inside of the foot. Practice passing with the outside of the foot and getting yourself in a position to receive the rebound. Learn to control the ball whichever way it rebounds from the wall. The ball is under your control when it is at your feet and you are balanced and able to move it in the direction you want.

The wall can also be used for shooting practice — mark your own targets — and aim for them. Practice and more practice makes perfect. The low-drive is one shot. Here the body must be balanced and eyes on the ball. The non-kicking foot is placed alongside the ball and the arms are used to help balance the body. When the ball is hit the knee of the striking foot is directly over the ball and the ball is struck with the lace part of the boot. To keep the ball low it is important to keep your head and body forward over the ball. To hit the



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ball high — lean back. This must be practised until it becomes so easy you do not have to think about it. Shoot and shoot hard whenever you see an opening.

A most important thing to learn is quickness off the mark. When the ball is near you, or when it is coming in your direction, you must move to meet the ball! If you wait, your opponent may get to it first. Three points to remember:

- (a) Keep on your toes all the time
- (b) Go and fetch the ball
- (c) Move as quickly as you can

PRACTICE

Use of the wall — stand well back and throw the ball firmly at the wall and run to meet it before it bounces — control it, then pass it against the wall (at a target).

With a team-mate — get him to throw or kick the ball towards you and you run hard towards it, control the ball and then try a low drive towards your partner.

CONTROLLING THE BALL

Most players find their own way of controlling the ball quickly — try to learn as many ways as you can. The quicker you can move away with the ball after controlling it, the better.

- (a) Using the **inside of the foot** to take the speed from the ball, take the foot back a little as the ball is about to hit your foot.
- (b) Using the **chest**, sway back a little as the ball is about to hit you — this takes the speed from the ball.
- (c) Using the lace part of the foot — slow down a falling ball by lifting the foot to meet it, then drawing the foot downwards as the ball makes contact.
- (d) There are other ways — use of the head, use of the sole of the foot.

PRACTICE

Using a wall or a partner — see how quickly you can bring a bouncing ball under control.

Once you control the ball you will either pass it or try to beat your opponent by dribbling. When dribbling you must learn to keep the ball close to your feet **without looking at it**. This takes a lot of practice. You must try to force your opponent off-balance and then quickly move past him on the other side. Therefore you must watch him to see when he makes his move. Often as he lunges forward to tackle you, you can lift the ball over his out-stretched leg/foot and leave him behind. Remember, do not dribble just for the sake of it, it must have purpose like giving you an extra man in attack. Also remember that a good defender will get up and tackle again. The best practice is against an opponent — work at it. Beating stationary objects is easy.

HEADING

When the ball is in the air you must learn to jump and head it. It takes plenty of practice to **strike the ball with the forehead without closing your eyes**.

PRACTICE

You should practice heading the ball against the wall (how many times can you keep it up?). This helps control and confidence. Throw the ball high against the wall — learn to time your run and jump, so that you can meet the ball with your forehead. You should be in a position so that the ball will drop just in front of your body. Try to **punch at it with your head**, tucking your chin well

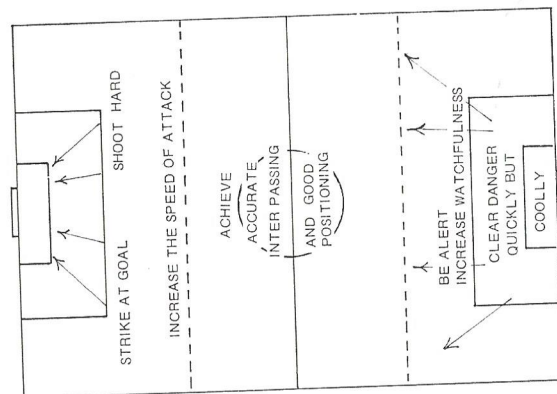
in as you swing your body forward. Aim the ball in the direction you want. The best way to beat the goalkeeper is aim the ball at the goal line out of his reach, or high into the corner of the goal. When clearing the ball out of danger, aim to head the ball to one of your team-mates (generally away from the centre of the goal area).

Later, you can practice heading with the side of the head, and learn to head backwards.

All players must learn to **want the ball** and **tackle for it**.

- Be quick in moving to the ball. You can often intercept a loose pass — even a good pass, before your opponent can collect it.
- Tackle at the moment your opponent is controlling the ball — he may be off-balance.
- Watch the ball — when it moves from your opponent's foot — even a little — **TACKLE**.
- Force your opponent to try to beat you on your best side — by standing more to the opposite side of him.
- If he beats you get up and tackle again and again.

Often, in a game, the position where you are standing will tell you what to do:—



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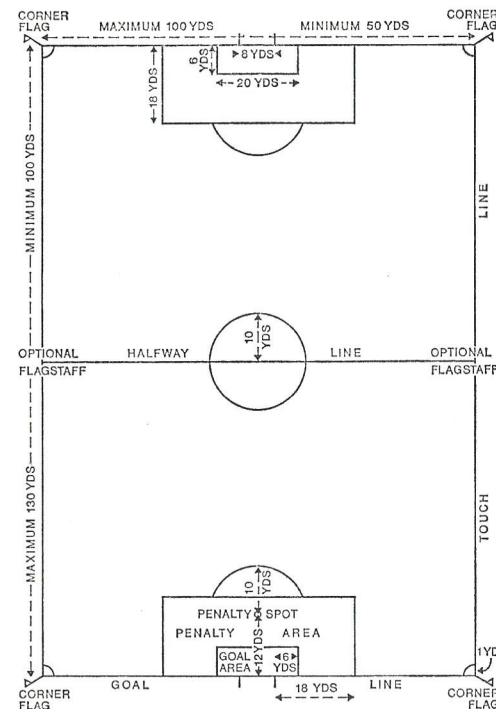
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and

Mundy Street, Bendigo Telephone 43 3388

To be fit and to become really skilful with the ball you should practice nearly every day. This is not always possible but if you are really keen and interested to better your standard of play, then you should train at least twice a week, plus a game at week-ends. If you can practice with a ball so much the better, because you can train hard with the ball and learn skills at the same time.

The Field of Play and appurtenances shall be as shown in the plan below.



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BENDIGO JUNIOR SOCCER LEAGUE

The Bendigo Soccer League organised Junior Soccer and started coaching in 1972. Quarry Hill Primary was the first club formed, quickly followed by several more teams.

Three schoolboys — Andrew Louey, Peter Beaton and Rolf Van-Wollingen — enthused as a result of regular T.V. soccer programs and coaching from the B.S.L. asked Mr. Noel Beaton to organise a group of their friends so that they could try their skill at this new and fascinating game.

From this rather unique beginning, and as a result of Mr. Beaton's efforts, the Bendigo Junior Soccer League grew from six teams in 1972 to ten teams in 1973 and seventeen teams in 1974.

Even more teams are expected in 1975 and an Under-11 League will be formed to complement the thriving Under-13 and Under-15 Leagues.

President: Mr. B. Moore, 23 Murphy St., Bendigo. Phone 43-5015.

Secretary: Mr. L. Rowe, 7 Graham St., Bendigo. Phone 43 3258.

UNDER 15 CHAMPIONSHIP TABLE

	P	W	D	L	F	A	Pts.
Strath. City	12	10	2	0	49	8	22
Eaglehawk	12	6	2	4	48	14	14
White Hills Rovers	12	7	0	5	27	15	14
White Hills Wanderers ...	12	6	2	4	40	26	14
South Bendigo	12	5	3	4	28	21	13
Golden City	12	3	1	8	32	26	7
Marist Brothers	12	0	0	12	4	103	0

Championship Cup — Strath. City.

Runners-up — Eaglehawk.

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UNDER 15 KNOCK-OUT CUP

FIRST-ROUND —

STRATH. CITY 7
MARIST BROTHERS 0

W. HILLS ROVERS (Bye)

W. HILLS WANDERERS 3
GOLDEN CITY 0

EAGLEHAWK 3
SOUTH BENDIGO 0

SEMI FINAL —

STRATH. CITY 1
W. HILLS ROVERS 0

W. HILLS WANDERERS 0
EAGLEHAWK 6

FINAL —

STRATH. CITY 1
EAGLEHAWK 4

Barry Moore Trophy — EAGLEHAWK.

Runners-up — STRATH. CITY.

NOEL BEATON MEDAL PLAYER OF THE YEAR VOTING

- | | |
|-------------------------------------|------------------------------------|
| 23—G. Green (White Hills Wanderers) | 5—N. Bowland (Eaglehawk) |
| | R. Dawson (Eaglehawk) |
| 18—R. Pell (White Hills Rovers) | S. Hall (Strath. City) |
| | C. Harper (White Hills Wanderers) |
| 13—M. Gould (Strath. City) | G. Harper (White Hills Wanderers) |
| I. Logan (South Bendigo) | |
| 12—D. Bolton (South Bendigo) | 4—B. Hill (Strath. City) |
| 11—D. Jones (Golden City) | 3—S. Gregor (South Bendigo) |
| D. King (White Hills Wanderers) | N. Holland (Strath. City) |
| A. Louey (Strath. City) | J. Lobavic (Marist Brothers) |
| | E. Ross (Eaglehawk) |
| 8—P. Eddy (White Hills Rovers) | R. White (Marist Brothers) |
| G. Johnson (Eaglehawk) | |
| N. Phillips (Eaglehawk) | 2—M. Bradley (Eaglehawk) |
| S. Woods (Golden City) | A. Burns (Golden City) |
| | M. Lea (Eaglehawk) |
| 7—K. Folvig (White Hills Rovers) | S. Streitberger (Golden City) |
| 6—P. Ames (White Hills Rovers) | 1—M. James (White Hills Wanderers) |
| M. Hogan (South Bendigo) | G. Lea (White Hills Rangers) |
| S. Howard (South Bendigo) | J. Mitchell (Marist Brothers) |
| P. Rivett (White Hills Wanderers) | D. Phillips (Eaglehawk) |
| D. Sporle (Marist Brothers) | G. Trevethan (Golden City) |

UNDER 13 CHAMPIONSHIP TABLE

	P	W	D	L	F	A	Pts.
White Hills City	15	15	0	0	124	3	30
White Hills United	15	13	0	2	67	11	26
South Bendigo	15	11	0	4	75	21	22
Strath. Colts	15	7	3	5	30	40	17
Kangaroo Flat	15	5	2	6	19	52	12
Quarry Hill Colts	15	5	1	9	13	66	11
Seymour	15	4	3	8	17	36	11
Quarry Hill Rovers	15	3	4	8	18	31	10
Marist Brothers	15	2	2	11	6	54	6
Eaglehawk	15	0	5	10	15	70	5

Championship Cup — WHITE HILLS CITY.

Runners-up — WHITE HILLS UNITED.

UNDER 13 KNOCK OUT CUP

FIRST ROUND —

WHITE HILLS CITY 5
MARIST BROTHERS 0

SOUTH BENDIGO 3
KANGAROO FLAT 2

(All other teams had a
bye).

SECOND ROUND —

WHITE HILLS CITY 3
SOUTH BENDIGO 0

WHITE HILLS UNITED 4
EAGLEHAWK 0

SEYMOUR 3
STRATH. COLTS 2

QUARRY HILL COLTS 3
QUARRY HILL ROVERS 2

SEMI FINAL —

WHITE HILLS CITY 3
WHITE HILLS UNITED 0

SEYMOUR 3
QUARRY HILL COLTS 1

FINAL — WHITE HILLS CITY 3 SEYMOUR 0.

George Harper Trophy — WHITE HILLS CITY.

Runners-up — SEYMOUR.

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PLAYER OF THE YEAR VOTING

17—P. Harward (Strath. Colts)

16—R. Pinder (Quarry Hill)

15—R. Michell (White Hills)

14—S. Conlin (Kangaroo Flat)

13—G. Bull (South Bendigo)
R. Davies (Quarry Hill)

12—R. Gould (Strath. Colts)
R. Hicks (White Hills)

10—M. Davies (South Bendigo)
J. Reilley (White Hills)

9—A. Christou (South Bendigo)
I. Fotheringham (White Hills)
G. Hinds (White Hills)

8—S. Andrews (Quarry Hill)
G. Smith (White Hills)

R. Watson (South Bendigo)
D. Wright (Marist Brothers)

7—G. Dunlop (White Hills)
C. Hicks (White Hills)
C. Logan (South Bendigo)
G. Rottering (Quarry Hill)

6—R. Howard (Quarry Hill)
R. Lenegon (Marist Brothers)
P. Mann (White Hills)

5—G. Cole (Seymour)
R. Green (White Hills)
N. Harwood (Strath. Colts)
W. Johnson (Kangaroo Flat)
T. Koch (White Hills)
R. Mason (Quarry Hill)
A. Robins (Quarry Hill)
P. Sherridan (Seymour)
G. Short (Seymour)
R. Trew (Eaglehawk)

BENDIGO SCHOOLBOY SOCCER ASSOCIATION LADDER 1974

	P	W	D	L	F	A	Pts.
Eaglehawk High School	11	11	—	—	37	7	22
St. Vincents College	12	9	1	2	51	9	19
G. Square H.S. United	12	8	1	3	34	9	17
Bendigo High School	10	5	1	4	28	13	11
Marist Bros. Coll. No. 1	11	5	1	5	19	13	11
White Hills Tech. School	10	3	3	4	16	23	9
Marist Bros. Coll. No. 2	12	4	1	7	22	28	9
G. Square H.S. Spurs	13	2	—	11	6	64	4
K. Flat Tech. School	13	—	2	11	3	50	2

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 A. BLANDTHORN (G.S.H.S. Spurs) 23
 D. McLAREN (Bendigo H.S.) 20

TOP STRIKERS —

B. O'SULLIVAN (St. Vincents) 23 goals
 E. NOWICKI (St. Vincents) 15 goals
 O. DAVIES (Eaglehawk H.S.) 14 goals

RESULTS

	EHS	St. V	United	BHS	MB 1	WHTS	MB 2	Spurs	KFTS	
EHS		2-1 2-0	2-0 3-2	4-0	3-1	4-1	4-2 3-0	5-0	5-0	1st. round 2nd. round
St. V	1-2 0-2		1-1	4-1 2-0	2-1	6-1	7-0	10-0 4-0	11-0 3-0*	1st. round 2nd. round
United	0-2 2-3	1-1		1-0	1-0	3-0*	5-0 0-2	6-1 7-0	4-0 4-0	1st. round 2nd. round
BHS	0-4 0-2	1-4	0-1		3-0	1-1	3-1	6-0 6-0	5-0	1st. round 2nd. round
MB 1	1-3	1-2	0-1	0-3		2-1 1-1	2-1 0-1	5-0 3-0	4-0	1st. round 2nd. round
WHTS	1-4	1-6	0-3*	1-1	1-2 1-1		4-3	3-1	2-0 2-2	1st. round 2nd. round
MB 2	2-4 0-3	0-7	0-5 2-0	1-3	1-2 1-0	3-4		9-0	0-0 3-0*	1st. round 2nd. round
Spurs	0-5 0-4	0-10 0-7	1-6 0-6	0-6 0-6	0-5 0-3	1-3	0-9		1-0 3-0*	1st. round 2nd. round
KFTS	0-5 0-3*	1-11 0-4	0-4 0-4	0-5	0-4	0-2 2-2	0-0 0-3*	0-1 0-3*		1st. round 2nd. round

* Forfeits (awarded 3-0 to winners).

Discrepancies in number of games played are due to games cancelled because of condition of grounds.

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JOE REILLY CUP —**1st. Round:**

WHITE HILLS T.S. d. G.S.H.S. SPURS 7-0.
 ST. VINCENTS d. MARIST BROS. COLL. No. 2 4-0.
 EAGLEHAWK H.S. d. BENDIGO H.S. 4-0.
 G.S.H.S. UNITED d. MARIST BROS. COLL. No. 1 3-2.

Semi Finals:

G.S.H.S. UNITED d. ST. VINCENTS 1-0.
 EAGLEHAWK H.S. d. WHITE HILLS T.S. 5-1.

Final:

EAGLEHAWK H.S. d. G.S.H.S. UNITED 6-1.

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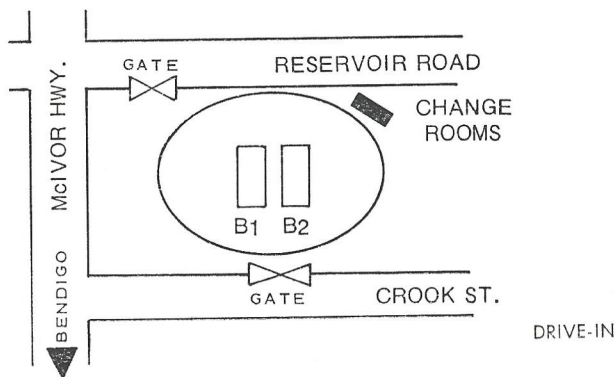
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- B1: BEISCHER OVAL, STRATHDALE PARK, BENDIGO (see Diagram) (B.I.T.)
- B2: BEISCHER OVAL, STRATHDALE PARK, BENDIGO (see Diagram) (STRATHDALE)
- C: CASTLEMAINE
- E: ECHUCA CITY
- GC: SPRING GULLY, BENDIGO (GOLDEN CITY AND COLTS)
- M: MALMSBURY (KYNETON UNITED)
- P: PUCKAPUNYAL
- S: STRATHFIELDSAYE (EAGLEHAWK)
- SB: EPSOM (SOUTH BENDIGO)



BEISCHER OVAL — STRATHDALE PARK

HOW TO GET THERE

ANSETT GROUND (formerly Chittack Park) (A) —

When in Seymour travel north on the Hume Highway and turn right on Tallarook Street. Continue along this street and under the railway. Turn half-left into Anzac Avenue which is the main road to Yea. Ansett Ground is on the left hand side after about 1 mile.

BEISCHER OVAL (B1 and B2) —

This ground lies between Crook Street and Reservoir Road off the McIvor Highway, Bendigo.

CASTLEMAINE (C) —

Wesley Hill Oval is just off the Melbourne road. The ground is about three-quarters of a mile along on the right from the town centre. After crossing Forest Creek turn right on McGrath Street and the ground is on the right.

ECHUCA (E) —

Echuca East Oval is off the Murray Valley Highway. From the south continue past High Street and over the railway level crossing. Turn left on Sutton Street by Humes Pipes and the ground is on the right.

SPRING GULLY (GC) —

Leave the Fountain in the centre of Bendigo on Mitchell Street and continue along Carpenter Street and Spring Gully Road. The ground is on the left just before leaving the built-up area.

MALMSBURY (M) —

The ground is in the Youth Training Centre at Malmsbury on the left of the Calder Highway from Bendigo to Melbourne at the South end of Malmsbury.

PUCKAPUNYAL (P) —

Newman Oval is in the Army Camp at Puckapunyal. From Bendigo turn left by the BP Garage, then right at an intersection just beyond the M. P. building. Continue across a bridge and the ground is on the right hand side.

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STRATHFIELDSAYE (S) —

The ground is in the village of Strathfieldsaye. Leave Bendigo on Williamson Street and continue on Condon Street towards Lake Eppalock. Continue for four miles and turn left at the cross roads in Strathfieldsaye village. The ground is on the right behind the village hall.

EPSOM (SB) —

Leave Bendigo and travel north on the Midland Highway to Epsom. After passing the Pottery turn right at the crossroads and the ground is on the left.

BENDIGO SOCCER LEAGUE

LEAGUE CUP COMPETITION — 1975

2nd MARCH

B.I.T. v Castlemaine	B1	3.00	A
Colts v Eaglehawk	B2	1.00	B
Echuca City v Golden City	E	3.00	A
South Bendigo v Kyneton United	B1	1.00	A
Strathdale v Seymour	B2	3.00	B
Puckapunyal — Bye.			

9th MARCH

B.I.T. v Echuca City	B1	3.00	A
Castlemaine v Kyneton United	C	3.00	A
Golden City v South Bendigo	B2	3.00	A
Puckapunyal v Eaglehawk	P	1.00	B
Seymour v Colts	A	3.00	B
Strathdale — Bye.			

16th MARCH

Colts v Puckapunyal	B1	1.00	B
Eaglehawk v Strathdale	B2	1.00	B
Echuca City v Castlemaine	E	2.00	A
Golden City v Kyneton United	B2	3.00	A
South Bendigo v B.I.T.	B1	3.00	A
Seymour — Bye.			

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23rd MARCH

Castlemaine v South Bendigo	C	3.00	A
Eaglehawk v Seymour	B1	3.00	B
Golden City v B.I.T.	B2	3.00	A
Kyneton United v Echuca City	M	3.00	A
Puckapunyal v Strathdale	P	2.00	B
Colts — Bye.			

30th MARCH

EASTER — NO GAMES.

6th APRIL

Castlemaine v Golden City	C	3.00	A
Echuca City v South Bendigo	E	3.00	A
Kyneton United v B.I.T.	M	3.00	A
Seymour v Puckapunyal	A	2.00	B
Strathdale v Colts	B2	3.00	B

13th APRIL

Winners Division A v Runners-up Division B	B1	3.00
Winners Division B v Runners-up Division A	B2	3.00

20th APRIL

LEAGUE CUP FINAL	Q.E.O.	3.00
Curtain Raiser	Q.E.O.	1.00

LEAGUE CHAMPIONSHIP

25th APRIL

3.00	GC	Golden City v Colts (Brought forward from Round 8)
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ROUND 1: 27th APRIL

3.00	B1	B.I.T. v Strathdale
3.00	GC	Colts v Echuca City
3.00	M	Kyneton United v Castlemaine
2.00	P	Puckapunyal v Eaglehawk
3.00	A	Seymour v South Bendigo
		Golden City — Bye.

ROUND 2: 4th MAY

2.00	C	Castlemaine v Puckapunyal
3.00	S	Eaglehawk v B.I.T.
3.00	E	Echuca City v Golden City
2.00	M	Kyneton United v Seymour
3.00	B2	Strathdale v South Bendigo
		Colts — Bye.

ROUND 3: 11th MAY

3.00 B1
1.00 GC
3.00 GC
2.00 A
3.00 SB

B.I.T. v Kyneton United
Colts v Strathdale
Golden City v Eaglehawk
Seymour v Echuca City
South Bendigo v Castlemaine
Puckapunyal — Bye.

ROUND 4: 18th MAY

3.00 C
3.00 B1
3.00 E
3.00 M
2.00 SB

Castlemaine v Colts
Eaglehawk v Seymour
Echuca City v B.I.T.
Kyneton United v Golden City
South Bendigo v Puckapunyal
Strathdale — Bye.

ROUND 5: 25th MAY

3.00 B1
1.00 GC
3.00 E
3.00 GC
2.00 A

B.I.T. v Castlemaine
Colts v Eaglehawk
Echuca City v Strathdale
Golden City v South Bendigo
Seymour v Puckapunyal
Kyneton United — Bye.

ROUND 6: 1st JUNE

1.00 GC
3.00 GC
2.00 P
3.00 SB
3.00 B2

Colts v Kyneton United
Golden City v Castlemaine
Puckapunyal v B.I.T.
South Bendigo v Echuca City
Strathdale v Eaglehawk
Seymour — Bye.

ROUND 7: 8th JUNE

3.00 B1
3.00 C
3.00 M
2.00 P
3.00 A

B.I.T. v South Bendigo
Castlemaine v Eaglehawk
Kyneton United v Strathdale
Puckapunyal v Colts
Seymour v Golden City
Echuca City — Bye.

ROUND 8: 15th JUNE

2.00 E
2.00 P
3.00 A
3.00 B1

Echuca City v Castlemaine
Puckapunyal v Strathdale
Seymour v B.I.T.
South Bendigo v Kyneton United

Eaglehawk — Bye.

ROUND 9: 22nd JUNE

3.00 C
1.00 B2
3.00 B2
2.00 M
3.00 SB

Castlemaine v Strathdale
Colts v Seymour
Golden City v Puckapunyal
Kyneton United v Echuca City
South Bendigo v Eaglehawk
B.I.T. — Bye.

ROUND 10: 29th JUNE

1.00 GC
3.00 S
2.00 E
3.00 GC
3.00 B2

Colts v South Bendigo
Eaglehawk v Kyneton United
Echuca City v Puckapunyal
Golden City v B.I.T.
Strathdale v Seymour
Castlemaine — Bye.

ROUND 11: 6th JULY

3.00 B1
3.00 S
3.00 GC
2.00 P
2.00 A

B.I.T. v Colts
Eaglehawk v Echuca City
Golden City v Strathdale
Puckapunyal v Kyneton United
Seymour v Castlemaine
South Bendigo — Bye.

ROUND 12: 13th JULY

3.00 C
2.00 S
3.00 E
3.00 SB
3.00 B2

Castlemaine v Kyneton United
Eaglehawk v Puckapunyal
Echuca City v Colts
South Bendigo v Seymour
Strathdale v B.I.T.
Golden City — Bye.

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ROUND 13: 20th JULY

3.00	B1	B.I.T. v Eaglehawk
3.00	GC	Golden City v Echuca City
2.00	P	Puckapunyal v Castlemaine
2.00	A	Seymour v Kyneton United
3.00	SB	South Bendigo v Strathdale
		Colts — Bye.

ROUND 14: 27th JULY

3.00	C	Castlemaine v South Bendigo
3.00	S	Eaglehawk v Golden City
2.00	E	Echuca City v Seymour
3.00	M	Kyneton United v B.I.T.
3.00	B2	Strathdale v Colts
		Puckapunyal — Bye.

ROUND 15: 3rd AUGUST

3.00	B1	B.I.T. v Echuca City
1.00	GC	Colts v Castlemaine
3.00	GC	Golden City v Kyneton United
2.00	P	Puckapunyal v South Bendigo
3.00	A	Seymour v Eaglehawk
		Strathdale — Bye.

ROUND 16: 10th AUGUST

3.00	C	Castlemaine v B.I.T.
3.00	S	Eaglehawk v Colts
2.00	P	Puckapunyal v Seymour
3.00	SB	South Bendigo v Golden City
3.00	B2	Strathdale v Echuca City
		Kyneton United — Bye.

ROUND 17: 17th AUGUST

3.00	B1	B.I.T. v Puckapunyal
3.00	C	Castlemaine v Golden City
3.00	S	Eaglehawk v Strathdale
3.00	E	Echuca City v South Bendigo
3.00	M	Kyneton United v Colts
		Seymour — Bye.

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ROUND 18: 24th AUGUST

1.00	GC	Colts v Puckapunyal
3.00	S	Eaglehawk v Castlemaine
3.00	GC	Golden City v Seymour
3.00	SB	South Bendigo v B.I.T.
3.00	B2	Strathdale v Kyneton United
		Echuca City — Bye.

ROUND 19: 31st AUGUST

3.00	B1	B.I.T. v Golden City
3.00	M	Kyneton United v Eaglehawk
2.00	P	Puckapunyal v Echuca City
3.00	A	Seymour v Strathdale
3.00	SB	South Bendigo v Colts
		Castlemaine — Bye.

ROUND 20: 7th SEPTEMBER

3.00	S	Eaglehawk v South Bendigo
2.00	E	Echuca City v Kyneton United
2.00	P	Puckapunyal v Golden City
3.00	A	Seymour v Colts
3.00	B2	Strathdale v Castlemaine
		B.I.T. — Bye.

ROUND 21: 14th SEPTEMBER

3.00	B1	B.I.T. v Seymour
2.00	C	Castlemaine v Echuca City
3.00	GC	Colts v Golden City
3.00	M	Kyneton United v South Bendigo
2.00	B2	Strathdale v Puckapunyal
		Eaglehawk — Bye.

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ROUND 22: 21st SEPTEMBER

2.00	C	Castlemaine v Seymour
3.00	GC	Colts v B.I.T.
3.00	E	Echuca City v Eaglehawk
2.00	M	Kyneton United v Puckapunyal
3.00	B2	Strathdale v Golden City
		South Bendigo — Bye.

28th SEPTEMBER — Reserved for postponed games.

KNOCK-OUT CUP

Details to be announced.

FIRST ROUND	5th October
SECOND ROUND	12th October
SEMI-FINALS	19th October
FINAL	26th October
ANNUAL GENERAL MEETING	27th November

**ANNUAL DINNER
7th November**

at the Brolga Hotel/Motel, Lake Eppalock

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7.00 p.m. to 1.00 a.m.

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